

STANDARD BASED ON EIGHT FLOWERS AND EIGHT JOKERS

Run—any consecutive numbers; **Pair-2** like tiles; **Pung-3**, **Kong-4**, **Quint-5**, **Sextet-6** 1 color—any 1 suit; 2 colors any 2 suits; 3 colors any 3 suits; **F-Flower**, **X-Exposed**, **C-Concealed**, **D-Dragon**; **Matching Dragons** - **Crabs/Reds**, **Bams/Greens** and **Dots/Whites** (Seags); **ALL TILES ARE FACE DOWN, MIXED AND WALLS BUILT**. EAST ROLLS DICE and total number thrown designates where East breaks wall. Each player picks 4 tiles for 3 rounds. When East's wall has been depleted, wall to the left is pushed out. East then picks first and third top tiles and other players one tile each.

CHARLESTON: - Any 3 tiles may be passed, with the exception of Jokers.

First Charleston (compulsory) - three passes (right, across, left). Charleston may be stopped only after first left. Courtesy Pass still applies.

Second Charleston (optional) - three passes (left, across, right).

Blind pass of 1, 2 or 3 tiles permitted on first left and/or last right.

Courtesy Pass (optional) 0, 1, 2 or 3 tiles exchanged with opposite player.

GAME BEGINS with East discarding 14th tile. Players to the right of East pick and discard in turn. A player's turn begins when they either pick or claim a tile.

CLAIMING A DISCARD:

1. A discarded tile can only be claimed to complete a Pung, Kong, Quint or Sextet in an exposed hand, but not to complete a grouping of single tiles or pairs (e.g., FF, NEWS, 2026) except for Mah Jongg.
2. A tile may not be claimed for Exposure or Mah Jongg after player next in turn has picked and **racked or discarded**.
3. A player must verbalize their call, alerting the other players that a claim is being made. The caller may say "call," "take," "I want this," etc. A claim is made when a called tile is taken and made part of an Exposure.
4. When two players want the same discard, one player for an Exposure and another for Mah Jongg, Mah Jongg declarer always has preference, even if caller's tiles have been exposed.
5. If there is a simultaneous call for Exposure, the player next in turn gets preference.
6. When two players want the same tile for Exposure, player next in turn to discard has preference except when other caller has claimed the discard by either placing the called tile on top of their rack or exposing tiles from their hand.
7. When two players want the same tile for Mah Jongg, player next in turn to discard has preference except when other caller has claimed the discard by either placing the called tile on top of their rack or exposing tiles from their hand.
8. A PLAYER MAY CHANGE THE NUMBER AND TYPE OF TILES DISPLAYED IN AN EXPOSURE UP UNTIL THE PLAYER HAS DISCARDED.

MISNAMED TILE: A tile cannot be claimed until correctly named. The correctly named tile may then be called for Exposure or Mah Jongg. If Exposure is made with an incorrectly named tile, the hand is "dead." Misnaming is not penalized. However, if Mah Jongg is called with the incorrectly named tile, the game ceases and misnaming pays claimant 4 times the value of the hand. Others do not pay.

DEAD HAND: A hand is considered to be "dead" when it has either too few or too many tiles or contains an incorrect Exposure. The player whose hand has been declared "dead" ceases to pick and discard, but pays winner the same as other players.

RULES FOR JOKERS:

1. Jokers may be discarded and named "Joker," "same," or name of previous discard.
2. A discarded Joker may NEVER be picked up. It is a dead tile.
3. Jokers may be used in place of any tiles in any Pung, Kong, Quint or Sextet.
4. Jokers may NEVER be used in place of any single tile (e.g. NEWS, 2026) or in any part of a pair.
5. When it is player's turn, Joker(s) may be replaced in any Exposure with like tile(s).
6. Jokers may be exchanged from any and all Exposures that were made before a hand is declared "dead."
7. When Mah Jongg is declared without a Joker, double the value is paid by all. Exception: Singles and Pairs.

PLAYERS SHOULD NOT THROW IN HANDS UNTIL MAH JONGG IS VERIFIED

MAH JONGG IN ERROR

1. If a player declares Mah Jongg in error and does not expose the hand and all other hands are intact, play continues without penalty. If all or part of the hand is exposed in error, declarer's hand is "dead."
2. If a player declares Mah Jongg in error and one other player exposes part or all of their hand, the game continues with the two remaining players whose hands are intact. If more than one player, other than the erring declarer, exposes part or all of their hand, the game cannot continue. Erring declarer pays double the value of the incorrect hand to the one player whose hand is intact.
3. If there are 3 "dead" hands which did not result from Mah Jongg in error, then the surviving player throws in their hand and nobody gets paid.

For additional rules, purchase "Mah Jongg Made Easy," the official rule book of the National Mah Jongg League. When writing for any information, please include a stamped, self-addressed envelope to:

NATIONAL MAH JONGG LEAGUE, INC. 450 Seventh Avenue, New York, NY 10123

(212) 246-3052 www.nationalmahjonggleague.org

Printed in the USA

Copyright © National Mah Jongg League, Inc. 2026 US and Canada.

QUINTS

VALUES	
11111 1111 11111 (Any 3 Suits, Any Like Nos.)	X 40
FF 11111 22 33333 (Any 1 Suit, Any 3 Consec. Nos.)	X 45
11111 44444 DDDD (Any 2 Nos. in Any 1 Suit w Opp. Dragon)	X 40

CONSECUTIVE RUN

11 222 33 444 5555 or 55 666 77 888 9999 (Any 1 Suit, These Nos. Only)	X 25
FFF 1111 224 5555 or FFF 1111 224 5555 (Any 1 or 2 Suits, Any 5 Consec. Nos.)	X 25
111 222 3333 4444 or 111 222 3333 4444 (Any 3 Suits, Any 3 Consec. Nos.)	X 25
111 222 3333 4444 or 111 222 3333 4444 (Any 1 or 2 Suits, Any 4 Consec. Nos.)	X 25
FFF 11 22 333 DDDD or FFF 11 22 333 DDDD (Any 2 Suits, Any Run, Ds Match Middle Nos.)	X 25
1111 FFFFFF 2222 (Any 1 Suit, Any 2 Consec. Nos.)	X 30
FF 1111 2222 3333 or FF 1111 2222 3333 (Any 1 or 3 Suits, Any 3 Consec. Nos.)	X 25
1 22 333 1 22 333 44 (Any 3 Suits, Any 4 Consec. Nos.)	C 35

13579

11 333 55 777 9999 or 11 333 55 777 9999 (Any 1 or 3 Suits)	X 25
111 333 3333 5555 or 555 777 777 9999 (Any 2 Suits)	X 25
NN 1111 33 5555 SS or NN 5555 77 9999 SS (Any 1 Suit, North and South Only)	X 30
113579 1111 1111 (Any 3 Suits, Pair Any Odd No., Kongs Match Pair)	X 25
FFF 11 33 555 DDDD or FFF 55 77 999 DDDD (Any 1 Suit w Matching Dragon)	X 25
11 33 111 333 5555 or 55 77 555 777 9999 (Any 3 Suits)	X 25
1111 33 55 77 9999 or 1111 33 55 77 9999 (Any 1 or 2 Suits)	X 30
FF 11 33 55 111 111 or FF 55 77 99 555 555 (Any 3 Suits, These Nos. Only)	C 35
FF 135 777 999 DDD (Any 1 Suit w Opp. Dragon)	C 30

NOTE: WHITE DRAGON IS USED AS ZERO "0". IT MAY BE USED WITH ANY SUIT.

2026

VALUES

222 000 2222 6666 (Any 2 Suits)	X 25
2026 DDD 2222 DDD (Any 2 Suits w Matching Dragons, Kong 2 or 6)	X 25
FFF 2026 222 6666 (Any 3 Suits)	X 25
22 00 222 666 NEWS (Any 2 Suits)	X 30

2468

222 444 6666 8888 or 222 444 6666 8888 (Any 1 or 2 Suits)	X 25
FF 2222 44 66 8888 (Any 2 Suits)	X 30
EE 22 444 666 88 WW (Any 1 Suit, East and West Only)	X 30
2222 DDD 8888 DDD (Any 2 Suits w Matching Dragons, These Nos. Only)	X 25
FFF 22 44 666 8888 (Any 1 Suit)	X 25
2468 2222 D 2222 D (Any 3 Suits, Like Kongs 2,4,6 or 8 w Matching Dragon)	X 25
FFF 2468 FFF 2222 (Any 2 Suits, Kong 2,4,6 or 8)	X 30
FF 246 888 246 888 (Any 2 Suits)	C 30

ANY LIKE NUMBERS

1111 FFFFFF 1111 (Any 2 Suits)	X 30
1111 D 111 D 1111 D (Any 3 Suits w Matching Dragon)	X 25
FF 1111 11 1111 DD (Any 3 Suits w Any Dragon)	X 25



OFFICIAL STANDARD HANDS AND RULES

NATIONAL
MAH JONGG
LEAGUE, INC.

89th Year

Copyright © National Mah Jongg League, Inc. 2026 US and Canada.
All Rights Reserved. Reproduction without prior approval is unlawful.

WINDS - DRAGONS

VALUES

NNNN EEE WWW SSSS or NNN EEEE WWWW SSS	 X 25
1234 DDD DDD DDDD (Any 4 Consec. Nos. in Any 1 Suit, Any 3 Dragons)	 X 25
NNN 1111 1111 SSS (Any Like Odd Nos. in Any 2 Suits)	 X 25
EEE 2222 2222 WWW (Any Like Even Nos. in Any 2 Suits)	 X 25
FFF NNNN FFF DDDD (Any Wind, Any Dragon)	 X 25
1 N 2 EE 3 WWW 4 SSSS (Any 1 Suit, These Nos. Only)	 X 25
FF NNNN SSSS DD DD or FFF EEEE WWWW DD DD (Any 2 Dragons)	X 25
NN EEE 2026 WWW SS (2026 Any 1 Suit)	 C 30

369

333 666 6666 9999 or 333 666 6666 9999 (Any 2 or 3 Suits)	 X 25
33 66 333 666 9999 (Any 3 Suits)	 X 25
FFF 33 666 99 DDDD or FFF 33 666 99 DDDD (1 Suit w Matching or Opp. Dragon)	X 25
33 66 666 999 NEWS (Any 2 Suits)	 X 30
FF 3369 3333 3333 (Any 3 Suits, Pair 3,6, or 9, Kongs Match Pair)	 X 25
FF 333 666 999 369 (Any 2 Suits)	 C 30

SINGLES AND PAIRS

NN EE WW SS 1D 1D 1D (Any 3 Suits, Any Like No. w Matching Dragon)	C 50
2 4 66 88 2 4 66 88 88 (Any 3 Suits, These Nos. Only)	 C 50
FF 3369 3669 3699 (Any 3 Suits)	 C 50
11 22 33 44 55 66 77 (Any 1 Suit, Any 7 Consec. Nos.)	 C 50
11 357 99 11 357 99 (Any 2 Suits)	 C 50
FF 2026 2026 2026 (Any 3 Suits)	 C 75